

P R E M I E R E E D I T I O N

SUPER MARIO GALAXY

TM



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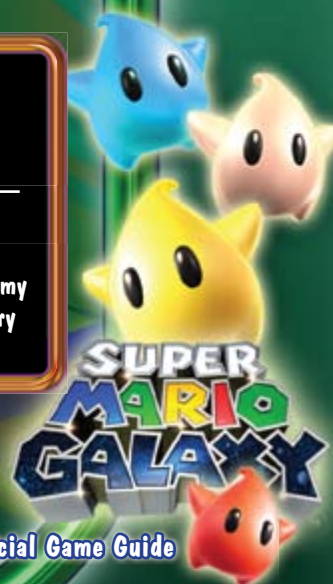
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ACROSS THE UNIVERSE

GALACTIC GUIDANCE

Before you blast off to defeat Bowser and save Princess Peach, you better know which way is up—and in deep space, that's not always easy. Mario isn't just squashing Goombas on the way to a castle; he's navigating the cosmos and encountering things he's never seen before. To help Mario win the day, you must know how to use gravity to your advantage, what kind of special suits Mario can wear to traverse the galaxies, and what it means when a strange comet flies overhead.

This guide will help you survive this incredible journey through the galaxies, which are full of jaw-dropping sights and challenging enemies. You'll be able to stay two steps ahead of Bowser, making sure that Mario and Princess Peach land back in the Mushroom Kingdom safe and sound—and with amazing stories to tell their friends.



Game Screen

While traveling the galaxies, your view of Mario is augmented with necessary information regarding his status, such as the number of stars collected or current health.



- 1. Health:** This meter represents the number of hits Mario can sustain before falling.
- 2. Coins:** Number of coins Mario has collected during the stage. The number resets to zero each time Mario falls.
- 3. Star Bits:** Number of Star Bits Mario has collected during the stage.
- 4. Stars:** Number of stars—Power Stars or Grand Stars—Mario has recovered in the cosmos.
- 5. Lives:** Number of remaining chances Mario has to save Princess Peach.
- 6. Cursor:** This marks where you're pointing the Wii Remote. This is where any Star Bits you fire will land. Use this to sweep up extra Star Bits, target enemies, or feed hungry Lumas.

Mario's health is almost always onscreen, but the other information comes and goes depending on what's happening in the game. Collecting coins and Star Bits makes the current count of these items pop onscreen. All information appears when Mario stands still for a moment, but as soon as the plumber starts running, it fades away.



Jumps and Spins

If you've played a *Mario* game before, you know all about jumping on enemies to get rid of them. Just run up to an enemy, hop into the air, and bring both feet down on the baddie. Mario can also use his jumps to activate switches.



New to *Super Mario Galaxy* is Mario's spin. After meeting the Lumas, Mario is granted the ability to spin with such speed that he stuns most enemies on contact. To spin, shake the Wii Remote. Any enemy within reach is dazed. Now Mario can either touch the enemy to kick them off the planet or jump on it. How you dispose of an enemy affects your reward. If Mario stuns an enemy and boots it into space, Star Bits are released. Jumping on an enemy results in a coin.



Low on health? It might be worth getting in close and jumping on an enemy. Each coin replenishes one wedge of lost health.



Pocketful of Star Bits

The universe is full of sparkling Star Bits. Mario must collect as many of these as possible, as they are paramount to helping restore peace to the cosmos and rescuing Princess Peach. Star Bits are located everywhere—dangling in space, inside ? Blocks, and released by defeated enemies. Mario has many uses for these Star Bits. He can fire them at enemies to stun them, feed hungry Lumas, and even earn extra lives for every 50 he collects.



When you point the Wii Remote at your television, you will see a little blue star. That's your cursor. Move it around by pointing at different places on the screen. The cursor shows where you will shoot a Star Bit if you press **B**. Try shooting a Star Bit at a small enemy, such as a Goomba. This rattles the

Goomba. While the Goomba is stunned, Mario just needs to run at it. When Mario touches it, he kicks it off the planet, releasing more Star Bits. Use these to keep baddies at bay, making sure Mario never gets completely surrounded.

You can also use the cursor to collect Star Bits. Mario can pick them up by touching them, but it's much easier to just sweep the cursor over them—touching a Star Bit with the cursor automatically picks it up. The Star Bit crosses the cosmos, so no matter how



far away it is or where Mario moves to, it's yours once your cursor touches it. So, look for anything glimmering in the skies and touch it with the cursor—you definitely want to fill Mario's pockets with Star Bits.



It never hurts to sweep the skies with the cursor in hopes of vacuuming up some Star Bits. If Mario lands on a planetoid and can see a great distance into space, run the cursor along the screen's edges to grab any Star Bits lingering there.



Multiplayer

If you have a second Wii Remote, you can play the game with a friend. The second player controls a second onscreen cursor that scoops up stray Star Bits and can fire them at baddies or thwart dangerous obstacles.



Having a friend help out with Mario's adventure is extremely useful and a lot of fun. Having another player vacuum up Star Bits while you concentrate on Mario is a great way to earn extra lives. With two cursors scouring the skies, getting 50 Star Bits is easy. Both players contribute to the same Star Bit collection, though, and they both draw from it when firing off Star Bits at enemies. So make sure you communicate and don't accidentally drain the well dry.

Boo Mario


Boos have been sneaking up on Mario since *Super Mario Bros. 3*, but during this jaunt around the cosmos, Mario finally gets to turn the tables on the meddlesome ghosts. By picking up a spectral white Boo Mushroom, Mario is transformed into Boo Mario. As Boo Mario, the plumber can use several of the tricks the ghosts used to pull on him, such as temporarily disappearing.



While wearing the Boo Suit, Boo Mario can disappear and float through the air. To take flight as Boo Mario, repeatedly press **A** on the Wii Remote. Each press of the button sends Boo Mario farther into the air. Several presses will have Boo Mario combing the ceiling for hidden goodies that normal Mario would never spot. This is also a good way to cross otherwise-impassable traps and hazards.

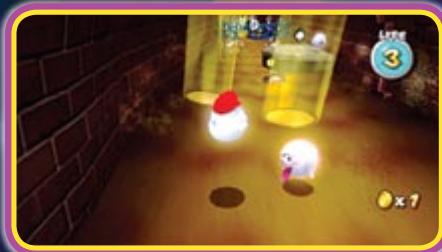


The coolest power the Boo Suit grants Mario is the ability to temporarily vanish. To disappear, give the Wii Remote a little shake. Boo Mario vanishes for a few seconds. Enemies cannot harm Boo Mario while he's invisible. Even better, Boo Mario can actually pass through walls and obstacles while invisible. Are there some bars blocking Boo Mario's path? Fly over to them, give the Wii Remote a quick shake, and, while invisible, just slip right through them.



When an action calls for you to shake the Wii Remote, there's no need to treat it like a pair of maracas. Just a little shake does the trick. And remember, always use the wrist strap when holding the Wii Remote.

If there's one thing Boos can't stand, it's the light. Boo Mario must beware of light too. Look out for spotlights and search beams sweeping around rooms when using Boo Mario. If the light catches Boo Mario, even for a second, you lose the special suit. Hopefully, Boo Mario doesn't find himself in the spotlight while flying through space or over something dangerous.



Boo first appeared in Super Mario Bros. 3 back in 1988

(although, the game was not released in America until early 1990), and since then, the disappearing-reappearing baddie has appeared in many Mario games, including the Mario Party series, Super Paper Mario, and Mario Kart Double Dash!! Boo also starred in Luigi's big solo outing, Luigi's Mansion on the GameCube.

Psst!



SUPER MARIO GALAXY

Grand Stars



Grand Star

Grand Stars are required to power up the Comet Observatory. Every Grand Star Mario recovers adds energy to the great starship, opening up a new Dome. When a new Dome is open, Mario can immediately start investigating new galaxies. However, not every galaxy in the new Dome is available from the first time he steps inside. Mario must have enough Power Stars to unlock the routes to the new galaxies, and some of them require a lot of sparkle. At least one galaxy will be available when a new Dome is unlocked, though.

Coins



Coins

Mario is rarely without pocket change. The heroic plumber is always on the lookout for coins, which can be found anywhere in the galaxy. Some coins are in plain view and often serve as slight hints as to which way Mario should look, but others require a little footwork to spot. Shuffle through tall grass whenever you see it, as sometimes this shakes loose a coin. Some coins are hidden inside wooden crates or ? Blocks. Other coins are revealed if a switch is pounded,

but those typically last only for a short time. Whatever coins Mario misses are lost until the next time he visits the galaxy.



Coins also replenish any lost health. One coin replaces one wedge in Mario's Health meter, located in the screen's upper-right corner. Coins will

fully heal Mario, but he cannot bank coins collected while at top health for later use. If Mario picks up 50 coins in a stage during one visit, he earns a 1-Up, so keep those eyes open.



Low on health and in dire need of a coin? Instead of stunning and kicking an enemy off a planetoid, jump on its head. This releases a coin instead of Star Bits.

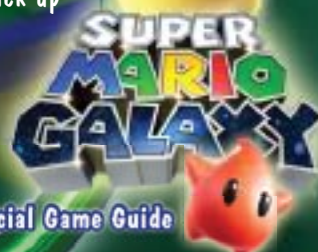
Star Bits



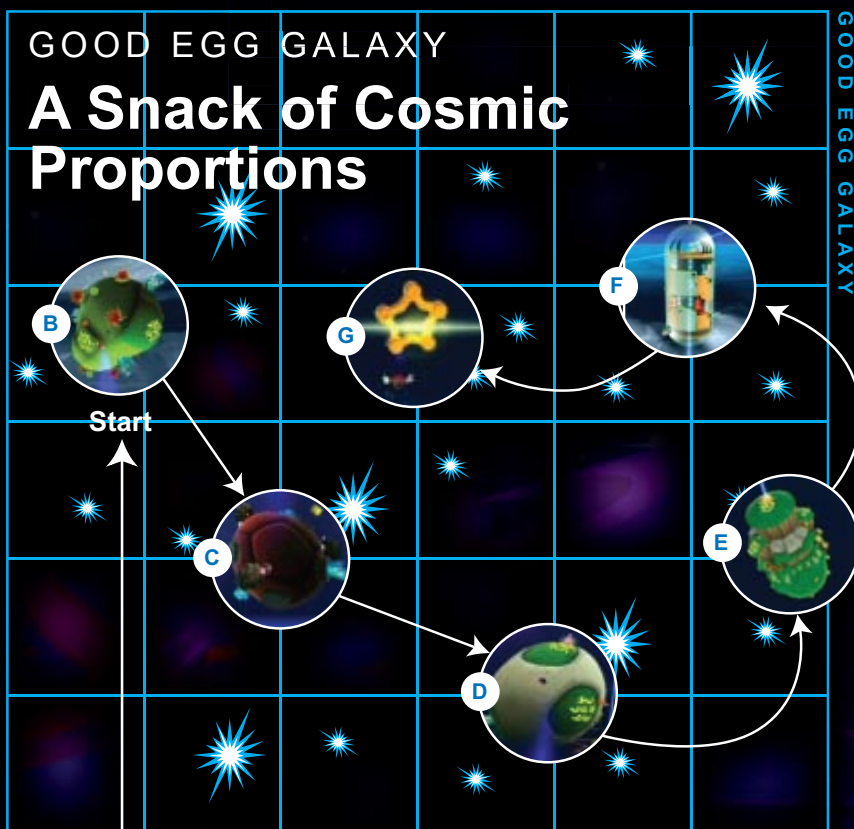
Star Bits

Twinkling Star Bits are scattered across the universe. Mario should always scoop up Star Bits whenever possible, as he can use them for a variety of purposes, such as stunning an enemy or feeding a hungry Luma. Mario can pick up Star Bits simply by touching them, but using the Wii Remote is much easier. No matter how far Mario is from a Star Bit, pointing the Wii Remote at a glistening Star Bit picks it up.

Sweep the screen with the Wii Remote when the cosmos is alive with shimmering bits to pick up dozens of Star Bits.



A SNACK OF COSMIC PROPORTIONS



The snack in question is the one demanded by a hungry Luma in the Good Egg Galaxy. Mario must feed the ravenous Luma 100 Star Bits to make the playful creature transform into a brand-new planet. Only from this new planetoid can Mario find the second Power Star.



Good Egg Galaxy



Honeyhive Galaxy



Flipswieth Galaxy



Loopdeoop Galaxy



Bowser Jr.'s Robot Reactor



Sweet Sweet Galaxy

Planet A



This mission starts off largely like the Dino Piranha mission. Mario lands on the same first planet, confronted immediately by a pair of bounding Electro-goombas. However, with the emphasis on collecting Star Bits, Mario must watch for every sparkly treat he can find. Start by seeking out the ring of stones in the cottage's lawn. Spin in the middle of the stones to release Star Bits.



On the planet's bottom, collect Star Bits from the shadow-covered trees and the Prize Block. Send Mario up the tall tower too. There is no Luma or Launch Star atop the tower this time, though. Instead, break the ice crystal to free some Star Bits and head back down to the main level. Just as Mario walks off the side of the planetoid, he spies the edge of a nearby Launch Star, but it's too far away to jump to it. Hmm.





There's a blue Luma at the balcony's end, just waiting for Mario. Talk to the Luma. It transforms into a series of Pull Stars. Mario can now pull himself to the Launch Star that hovers far off the planet's surface. Shake the Wii Remote to rocket to the next planet.



As Mario blasts toward the red planet, he passes through a Launch Star. Ignore it for now; Mario must reach the red planet. The Launch Star sends Mario to an egg-shaped planetoid, and he's not ready for that place just yet.



Whenever Mario blasts off from a Launch Star, watch the horizon to see the other planets in the galaxy. This is a good way to sometimes spot hidden routes. If you see a planet you didn't visit during the three regular missions, chances are that's the location of the hidden star in each galaxy.



★ Planets B and C ★



The Launch Star that allows Mario to escape this planet is stuck in the ice. Spin to shatter the ice and free the star. However, before blasting off the planet, check out the rubbery bulbs next to the prickly plants. Stand on the bulb's opposite side, facing a prickly plant. Spin to hit the bulb. It stretches away from its springy base, smashing the plant. Now Mario can pick up a few Star Bits—just make sure he gets out of the way before the bulb bounces back in his direction.

Mario touches down on a small red planetoid that rumbles as boulders criss-cross the surface. There are several Star Bits on this planetoid, so get the tiny Sling Star on one of the stone pedestals. Shake the Wii Remote to launch up through the Star Bits and grab a spare coin. There is a ? Block on the planet's opposite side, next to an iced Launch Star. After popping the ? Block and collecting the Star bits, shatter the ice and use the Launch Star.

After collecting the Star Bits from the prickly plants, hit the ice to unveil the Launch Star.



Boss Battle: King Kaliente

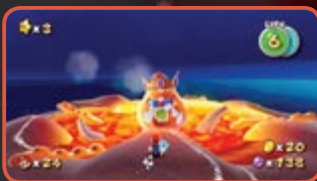


When Mario crosses to the planetoid's top half, King Kaliente erupts out of the lava lake that dominates the center of his lair. King Kaliente is a giant, sporting two large tentacles that do not attack Mario but defend against any attacks he might try. To defeat this boss, Mario must recall a tactic used earlier in this galaxy to deal with distant enemies.

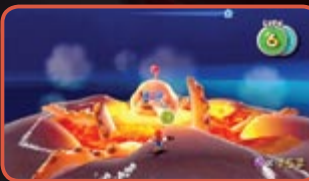
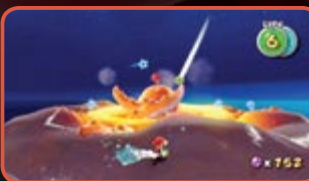


King Kaliente starts the battle by breathing a trio of fireballs across the lava. Run from the attack, heading for the Star Bits decorating the lair's edges. Break open these Star Bits with a spin. To earn extra lives, scoop up these Star Bits and any released by King Kaliente after a successful attack.

After breathing fireballs, King Kaliente spits a coconut at Mario. Rush toward the coconut and spin just as it closes in on Mario, who knocks the coconut back at King Kaliente. The boss doesn't expect this and puts up no defense. The coconut bonks him right on the crown. Wise to Mario's game, the king won't take the next attack so easily.

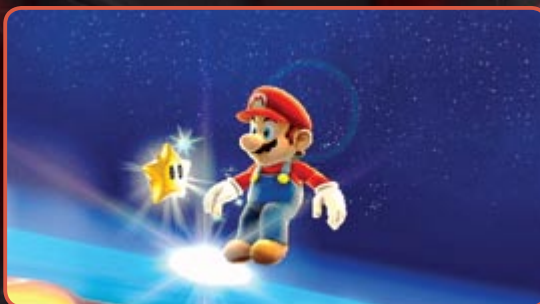


King Kaliente sinks into the lava and unleashes a handful of Lava Bubbles. Mario can either fall back and run away from the nuisances or use Star Bits to neutralize them.



To win the Power Star, Mario must strike King Kaliente with two more coconuts. The next time Mario knocks a coconut back at the king, he puts up his tentacles to deflect the coconut back at Mario. Mario cannot dodge this attack. He

must zoom over to the coconut and spin again to send it right back. King Kaliente, not ready for the second attack, doesn't put up his tentacles—bam! Now Mario just needs to hit the king one more time (the next attack requires a return volley too) to end his reign over the Good Egg Galaxy.



After defeating King Kaliente, Mario can lay claim to the Power Star and return to the Comet Observatory. Mario now has three Power Stars and one Grand Star.



Good Egg Galaxy



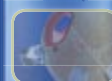
Honeyhive Galaxy



Flipswitch Galaxy



Loopdeoop Galaxy



Bowser Jr.'s Robot Reactor



Sweet Sweet Galaxy

SUPER MARIO GALAXY

STAR LIST

Star List

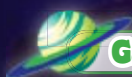
GALACTIC CHECKLIST

Mario must collect 120 stars in order to rid the galaxies of Bowser's evil influence and restore peace to Rosalina's travels. Gathering all the Power Stars and Grand Stars takes Mario from one end of the known universe to the other, visiting crazy places like the haunted Ghostly Galaxy or the sun-soaked Dusty Dune Galaxy.



We've shown you exactly how to locate and retrieve all 120 stars—but for quick reference, here's a complete checklist of every star in the cosmos, organized by galaxy. Missing a star in the Dreadnought Galaxy? Check the page number and then flip straight there to read our star-searching strategy. You'll have entire collection in no time!

Gateway Galaxy



Gateway Galaxy



Location: Grand Star Rescue



Location: Gateway's Purple Coins

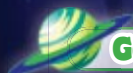
Terrace



Boo's Boneyard Galaxy



Location: Racing the Spooky Speedster



Good Egg Galaxy



Location: Dino Piranha

SUPER MARIO GALAXY

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About the Author

Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixelated. Similarly, Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *FEAR*, *Perfect Dark Zero*, *Ghost Recon Advanced Warfighter*, and *Heroes of Might and Magic V*.



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